

DEFENSIVE AND COMPETITIVE BIDDING
OVERCALLS (Style; Responses: 1 / 2 Level; Reopening)
1 level freely can be 4 card suit, change of suit NF and jump shift invitational.
2 Level solid, change of suit forcing only if at 3 level in response
2NT response to major overcalls = 4 card fit invitational or better
Cue bid response to any overcall support or strong FG
Jump cue bid=mixed, direct raises weak or tactical
INT OVERCALL (2nd/4th Live; Responses; Reopening)
15-17, System on
4th in hand; 11-14 over minor, 12-16 over major, system on.
JUMP OVERCALLS (Style; Responses; Unusual NT)
Weak
Reopen: Intermediate
DIRECT & JUMP CUE BIDS (Style; Response; Reopen)
Over 1 level bids Michals and jump cue asks for stopper
Over weak 2 direct cue bid asks for stopper and jump michals
VS. NT (vs. Strong/Weak; Reopening;PH)
2C=both majors
2D=1 major
2H/S = Major with a minor
2NT=minors
X=Good hand (if passed shows any 5m + any 4M)
VS.PREEMTS (Doubles; Cue-bids; Jumps; NT Bids)
x for take out, leaping michals
VS. ARTIFICIAL STRONG OPENINGS- i.e. 1♣ or 2♣
x= majors, NT=minors
OVER OPPONENTS' TAKEOUT DOUBLE
1 over 1 F1, 2 over 1 NF 2C used over major to show constructive 3 card raise.

LEADS AND SIGNALS			
OPENING LEADS STYLE			
	Lead	In Partner's Suit	
Suit	4th/2nd bad suits	same	
NT	same	same	
Subseq	same	same	
Other:when returning partners suit at trick 2 - std present count			
LEADS			
Lead	Vs. Suit	Vs. NT	
Ace	AKx (+)	Asks attitude	
King	KQx (+)	Asks count/unblock	
Queen	QJx (+)	QJx or KQx or AQJ	
Jack	JTx (+) or KJT/AJT (+)	Same	
10	T9xx (+) or KJT/AJT (+)	same	
9	9x	same	
Hi-X	Doubleton	Same	
Lo-X	4th/2nd/mud	Same	
SIGNALS IN ORDER OF PRIORITY			
	Partner's Lead	Declarer's Lead	Discarding
1	Attitude	count or SP	Attitude
Suit 2	Count	count or SP	Count
3	SP	count or SP	SP
1	Attitude	count or SP	Attitude
NT 2	Count	count or SP	Count
3	SP	count or SP	SP
Signals (including Trumps):			
UDCA (Upside down count and attitude) normal SP. Trumps tend to SP			
DOUBLES			
TAKEOUT DOUBLES (Style; Responses; Reopening)			
Normal, new suit after x very strong except over 1nt response			
SPECIAL, ARTIFICIAL & COMPETITIVE DBLS/RDLS			
Negative			
Support			
Reponsive			
Snapdragon			

SYSTEM CARD
CATEGORY: Green
NCBO:
PLAYERS: Steve Rogers/Yoram Bavli
SYSTEM SUMMARY
GENERAL APPROACH AND STYLE
2/1 Game Forcing unless a minor 2/1 suit is rebid
15-17 NT
HCP ranges freq/ upgraded/downgraded according to judgment
SPECIAL BIDS THAT MAY REQUIRE DEFENSE
3rd Hand openings can be shaded down,
4 Major possible 3rd in hand
Preempts opposite passed hand - undisciplined.
Light overcalls possible esp nv. opposite passed hand
SPECIAL FORCING PASS SEQUENCES
when in FP x = discouraging, pass = encouraging,
pass + pull = slamming or 2 places to play.
IMPORTANT NOTES
PSYCHICS: Rare

OPENING	TI CK IF AR TI FI CI AL	MIN · NO. OF CAR DS	NE G.D BL TH RU				
				DESCRIPTION	RESPONSES	SUBSEQUENT ACTION	COMPETITIVE & PASSED HAND BIDDING
1♣		3	3S	3+	2d is limit or better and 3c is weak, WJS to major	After 1nt rebid xyz	
1♦		3	3S	4+ unless 4-4-3-2	3C is limit or better and 3d is weak, WJS to major	After 1d-2c Kokish rebids	
1♥		5 (4)	3S	5+ can be 4 good 3rd in hand	Bergen raises, direct single raise is constructive a and a jump raise is weak. Mini splinters	After 1NT rebid xyz FSF 2 game, lebensohl over reverses	No bergen 3d (2nt replaces) 2C is 3 card support 8+
1♠		5 (4)	3S				
INT			3S	15-17 balanced or semi balanced.	stayman, transfers, 2s clubs or 1nt raise, puppet stayman, 3d=5-5 minirs string, 3M 3154 (fragment)		lebensohl
2♣	x		3S	FG or 23+ NT	2d waiting, suits with 2 TH, 2NT minors	Kokish and 2nd -ve in some sequences	
2♦		6(5)		6-10 weak 2	Ogust, new suit fl!		
2♥		6(5)		6-10 weak 2	Ogust, new suit fl!		
2♠		6(5)		6-10 weak 2	Ogust, new suit fl!		
2NT			3S	20-22	Transfers and puppet stayman, 3s relay		
3♣		6		Preempt	new suit nat fl 4d=rkcb		
3♦		7 (6)		Preempt	new suit nat fl but 4c=rkcb		
3♥		7 (6)		Preempt	new suit nat fl but 4c=rkcb		
3♠		7 (6)		Preempt	new suit nat fl but 4c=rkcb		
3NT	x	7		Solid minor	4c P/C 5d asks singleton		
4♣		7		Preempt	new suit nat		
4♦		7		Preempt	new suit nat		
4♥		7		Preempt	new suit cue bid		
4♠		7		Preempt	new suit cue bid		
4NT							
5♣		7		Preempt		HIGH LEVEL BIDDING	
5♦		7		Preempt		RKCB ERKCB DOP1/ROPE 5NT pick as slam	
5♥							
5♠							